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1998 CATALOG

Ancient to Renaissance Four Battles of the Ancient World

Retail Price: \$25.00

Components: 400 counters, 4 17" x 22" mapsheets, Standard & Battle Rules booklets.

Four Battles of the Ancient World includes four decisive battles (Arbela, Cannae, Pharsalus and Teutoburger Wald) presented in easy, quick playing wargames (average playing time is 30 minutes to two hours). Each game utilizes short Standard Rules which are divided into introductory, basic and advanced rules to provide a span of simplicity and detail for every experience level.

Battles of the Ancient World, vol. II

Retail Price: \$35.00

Components: 8 page Rules Booklet, 4 22" x 17" Maps, 420 counters, 1 die.

Battles of the Ancient World, Volume Two adds more battles to the popular **Ancient World** series. Quick to read rules and easy play make this game a first pick for an afternoon or evening of fun. Scenarios include: Issus, Metaurus, Carrhae and Idivisto.

Americana

Rebels & Redcoats, vol. I

Retail price: \$35.00

Components: 440 counters, 2 mapsheets divided into two battle areas, 2 Player Aid Cards, 16 page rules booklet.

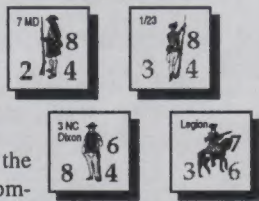
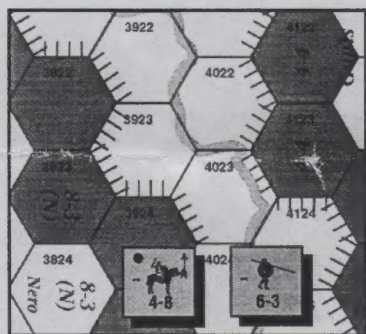
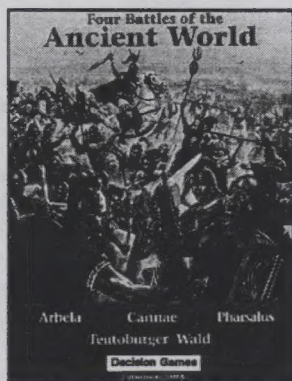
American Revolutionary battles of Bunker Hill, Brandywine, Germantown and Monmouth. The game system simply but accurately recreates the battlefield conditions with a move-fight-rally play sequence to simulate the grand tactics of the American Revolution. Additional rules cover command control, morale, artillery, light infantry and dragoons. Each battle is represented by its own units and map along with exclusive rules to recreate the unique conditions of each battle. Units are generally regiments rated for combat strength, morale and march capabilities.

Rebels & Redcoats, vol. II

Retail price: \$35.00

Components: 360 counters, 2 mapsheets divided into two battle areas, 2 Player Aid Cards, 16 page rules booklet.

American Revolutionary battles of Bennington, Freeman's Farm, Bemis Heights, Camden, Cowpens, Guilford Court House, Hobkirk's Hill and Eutaw Springs. The game system is the same as that in Volume One.



War of the Rebellion

Retail Price: \$35.00

Components: 80 page illustrated rules booklet, Four player-aid cards and two folders for rules referencing, 880 counters, 4 22" x 34" mapsheets, six-sided and ten-sided die.

War of the Rebellion uses the original **South Mountain** system with the addition a unique division/corps/army activation system. The battles include: South Mountain, Chickamauga, Gettysburg, and Shiloh.

Seven Days Battles

Retail price: \$28.00

Components: 400 counters, 2 mapsheets, 16 page rules booklet.

Seven Days Battles covers the American Civil War battles before Richmond. The Confederates attempt to drive the Union away from their capital and deliver decisive blows at Seven Pines, Gaines Mills, and Frayser's Farm. Finally, the Union makes a dramatic stand at Malvern Hill. The game also includes a campaign scenario that brings the whole campaign together.

Blue & Gray

Retail Price: \$35.00

Components: 8 page Rules Booklet, 360 counters, 4 22" x 17" Maps, 1 die.

Refight five of the crucial battles of the American Civil War: First Bull Run (new), Shiloh, Second Bull Run (new), Cemetery Hill, and Chickamauga. Brigades and divisions slug it out—brother against brother. This updated edition of the SPI classic makes for an enjoyable set of games for an afternoon or evening of fun.

Antietam Campaign

Retail Price: \$35.00

Components: 8 page Rules Booklet, 280 counters, 2 Player Aid cards, 2 22" x 34" Maps, 1 die.

Each unit and commander which could have fought in the campaign is rated for movement, combat, and leadership capabilities. Battle scenarios include: Antietam, South Mountain, and Harper's Ferry. All can be linked together to recreate the entire campaign. Will your bold gamble end up like Lee's?

The Alamo

Retail price: \$15.00

Components: 100 counters, 22" x 34" mapsheet, 8 page rules booklet.

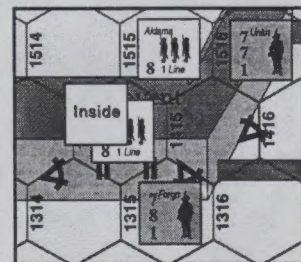
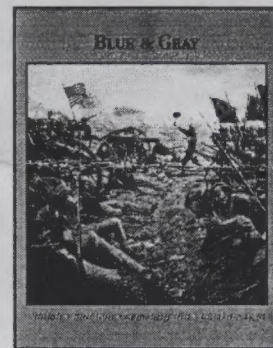
The famous battle from the Texas Revolution in 1836. With updated graphics and revised map.

Lords of the Sierra Madre

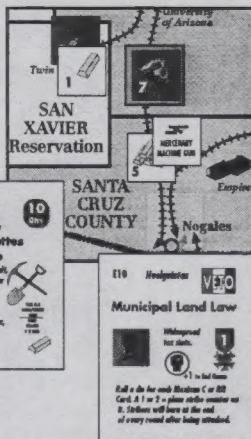
Retail Price: \$50.00

Components: 352 counters, 200 Playing Cards, Player Calendars, 22" x 34" mapsheet, 28 page rules booklet.

Northern Mexico, 1898- An economic boom, a dictator that encourages foreign investment, and wide-open land—the stage is set for one of the greatest capitalistic free-for-alls in history!



In **Lords of the Sierra Madre**, 2-8 players take the roles of *hacendados* (great landowning entrepreneurs). Players vie to build economic empires of railroads, mines, ranches, and other businesses to earn profits, however this is not a simple empire or railroad game. Players may employ bandidos, strikers, and other sneaky maneuvers to tax, bribe, raid, and destroy the best laid plans of their opponents. Victory goes to the player who survives to the end with the most gold.



Gunpowder and Napoleonic Napoleon's First Battles

Retail price: \$28.00

Components: 400 counters, 2 22" x 34" mapsheets, Player Aid Card, 16 page rules booklet.

Napoleon's First Battles covers four of Napoleon's earliest battles—Montenotte, The Pyramids, Arcola, and Marengo. The rules emphasize the combination of firepower and elan/training/morale and the effect of charge and countercharge in a simple and exciting format. Advanced Rules include Command, Friction, and Fog of War.

Emperor's First Battles

Retail price: \$35.00

Components: 16 page Rules Booklet, 1 Player Aid Card, 2 22" x 34" Maps, 480 counters, 1 die.

Includes Austerlitz and Jena-Auerstadt, in which the French Emperor, Napoleon Bonaparte, won smashing victories against the armies of the old regime of Europe. **Emperor's First Battles** game system is based on the Decision Games' release **Napoleon's First Battles**. It includes rules for elan, command control, and functional differences between infantry, cavalry, artillery and field engineers. The game also includes updated cavalry rules, allowing it to perform historical screening functions. Units are regiments and brigades, with historical leaders.

Napoleon's Last Battles

Retail price: \$35.00

Components: 24 page Rules Booklet, 340 counters, 2 22" x 34" mapsheets, 1 Die.

June 1815 finds a triumphant, but beleaguered Napoleon again on the throne. Napoleon is outnumbered and virtually surrounded; his only chance to maintain the throne and the position of France is to gain a significant military victory. To succeed against these overwhelming odds, Napoleon boldly decides on an offensive designed to destroy two of his opponents and drive the English from the continent. The games include Ligny, Quatre Bras, Wavre, and La Belle Alliance. The game system utilizes leaders and brigade level units, with cavalry, infantry and artillery. There are *three new scenarios* in addition to the four scenarios and the campaign game published in the SPI original.

Empires at War

Retail Price: \$35.00

Components: 16 page Rules Booklet, 400 Two-sided Die Cut counters, 4 Maps on Two 22" x 34" mapsheets, 1 Six sided die.

Empires at War simulates four of the battles of the 19th century. The battles include Gravelotte, Solferino, Koniggratz and Inkerman. The **Basic Game** allows beginners to learn quickly, while providing experienced players an exciting evening of action. The **Advanced Game** fully simulates grand tactics in this period. Rules include provisions for command control, morale, fog of war, and *mitrailleuse* (early machine guns).

Thirty Years War Quad

Retail Price: \$35.00

Components: 24 page Rules Booklet, 2 22" x 34" Maps, 420 counters, 1 die.

Consists of four battles: Lutzen, Nordlingen, Rocroi, and White Mountain (new scenario) each with its own map, counters and Exclusive Rules. The Standard rules are common to all four games in this update of an SPI classic.

The '45

Retail Price: \$35.00

Components: 24 page Rules Booklet, 3 Player Aid Cards, 352 (5/8") counters, 1 22" x 34" Map, 1 Die.

In 1745 Charles Stuart or 'Bonnie Prince Charlie' set sail from France to capture the throne of England for the deposed house of Stuart. It was a gamble at long odds and the events that followed became legend as Charles and his army of Highlanders overran Scotland and marched to London. A French naval force failed to invade and Charles was forced to retreat to Scotland. In the following year the bloody battle of Culloden smashed the Clans and ended the Jacobite Rebellion. The game is played on a point-to-point map of England with units that are regimental in scale with detached companies and squadrons of ships.

The Sun Never Sets

Retail price: \$40.00

Components: 620 counters, 2 34" x 22" mapsheets, 16 page rules booklet, and Player Aid Cards.

The Sun Never Sets has covers the campaigns of *March to Peking*, *Zulu War* and *Sudan: The River War*. Players can march to the far flung frontiers of British civilization, engage vast hordes of "natives," and plant the British flag in Khartoum, Peking and Ulundi!

The game emphasizes leadership, with commanders having a major role in marches and battles (Gordon, Kitchener, Wolseley, and the Mahdi are included). Battles are resolved through a multi-phase system with units (regiment/battalion/battery) rated for strength, type of weapon and elan. Leader counters will influence tactical and strategic situations. There are also rules for relief forces being dispatched, riverine gunboats and the building of railroads.

World War I

World War One

Retail price: \$15.00

Components: 120 counters, 17" x 22" mapsheet, 8 page rules booklet.

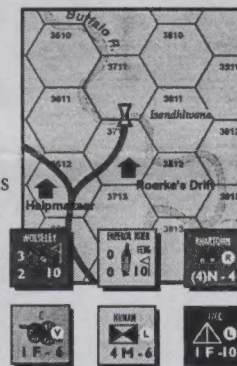
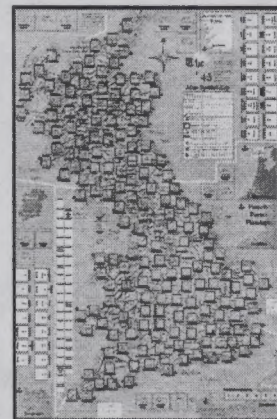
A strategic game of the Great War in Europe. This updated edition features an additional 20 counters to use with a Caucasus map extension.

The Schlieffen Plan

Retail Price: \$29.95

Components: 560 counters, 1 34" x 22" mapsheets, Player Aid Cards, 28 page rules booklet.

The Schlieffen Plan. This is a division/brigade level WW1 game that covers the campaign in Belgium and France from August to November in 1914. You assume the role of the commander of either the German or Allied armies. The forces available to you are the same that were available to the historical participants. But it is up to you to make your own strategic decisions and to execute your own plans to win the war.



Over The Top!

Retail price: \$38.00

Components: 560 counters, 2 34" x 22" mapsheets, 16 page rules booklet and Player Aid Cards.

Over The Top! includes four great battles (Brusilov Offensive, 1916; Riga 1917; St. Mihiel, 1918 and Damascus, 1918) from the First World War. These battles simulate WWI warfare from attritional trench fighting to maneuver, tank assaults, and infiltration tactics. Units are regimental-brigade level with corps level headquarters and support. Rules account for command control, air support, poison gas, fog of war, and much more.



World War II Krieg!

Retail Price: \$44.00

Components: 420 counters, 2 34" x 22" mapsheets, 6 Player Aid Cards, 108 Strategic Option Cards, 32 page rules booklet.

Krieg! in German, means "war". In this case, it's World War Two in Europe as an engaging game for 2 or 3 players. As the leader of the Axis powers, the Western Allies and/or the Soviet Union, you must plan your war effort wisely and engage the land and air forces you command over many fronts. This strategic game covers Europe with card play and units representing corps and armies.

Battles for the Ardennes

Retail price: \$40.00

Components: 600 counters, 4 17" x 22" mapsheets, Player Aid Card, 32 page rules booklet.

Danny Parker's original WW2 Battle of the Bulge game was updated with Danny himself involved. The counters now feature many different icons and silhouettes of the tanks and vehicles involved and Danny added new rules and Design notes.

Battle for Germany

Retail price: \$15.00

Components: 120 counters, 17" x 22" mapsheet, 8 page rules booklet.

This classic end of WW2 game features a unique two-player system in which each player is the attacker on one front and the defender on the other. We've added 20 more counters to spice things up.

Leningrad

Retail price: \$14.00

Components: 100 counters, 11" x 17" mapsheet, 8 page rules booklet.

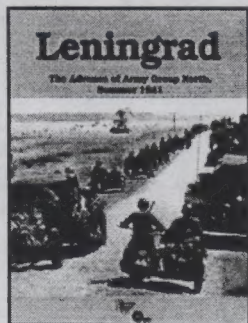
This great introductory game covers Army Group North's drive to Leningrad during the summer of 1941. It features hidden values for the Soviet units that only become known when they are involved in combat. We updated the map to include Woods hexes and put icons on the counters.

Barbarossa

Retail Price: \$35.00

Components: 32 page Rules Booklet, 800 Two-sided Die Cut counters, 2 Full size mapsheets, 1 counter tray, 2 Six sided die.

A corps-level simulation of the WW2 East Front theater. A unique command system allows players to simulate limited intelligence and hand-tailor their own corps and armies, upgrading them as the war progresses. Naval, air, and partisans are also included. The game includes a Campaign scenario and shorter scenarios covering three shorter battles (Barbarossa, Blau, and Zitadelle) that can be played in less than four hours.



Battle Over Britain

Retail Price: \$35.00

Components: 40 page Rules Booklet, 800 Two-sided Die Cut counters, 2 Full size mapsheets, one 22 x 17 British airfield display, one 34 x 17 screen, 1 counter tray, 1 20-sided die.

This was SPI's last boxed game which TSR completed and published. It features a detailed operational look at the air war during the summer of 1940 as Germany attempted to bomb Britain into submission and pave the way for an invasion. With quick play scenarios covering one raid and lasting just one hour, up to a Campaign scenario covering the entire summer including planning and carrying raids in five-day turns, and Combat scenarios that cover portions of the Campaign, players have plenty of choices and plenty of replay action.

Cobra

Retail Price: \$30.00

Components: 16 page Rules Booklet, 400 Two-sided Die Cut counters, 2 Full size mapsheets, 1 counter tray, 2 six sided dice.

Expanding on the original *S&T* game, the boxed version includes the D-Day (June 6, 1944) landings and the early battles to secure the beachheads. Then it continues through the breakout on August 23rd. Short rules and a game that includes short scenarios and a full campaign game.

SPIES

Retail Price: \$35.00

An intriguing game of espionage in which 2-5 players represent five major European nations in the 1930's as they compete amongst themselves to discover highly-guarded government secrets while trying to prevent other players from succeeding. Recruits, double crosses, assassinations, covers, sanctions, and counter spies all come into play. Short rules and a game can be completed in under 3 hours.

Modern Firefight

Retail Price: \$30.00

A game of modern man-to-man combat originally developed for use by the US Army. Game system pits groups of fire teams (2-4 men each) against each other using geomorphic boards to represent various terrain situations. Moderate detail with a variety of scenarios.

Across Suez

Retail price: \$10.00

Components: 80 counters, 1 mapsheet, 8 page rules booklet.

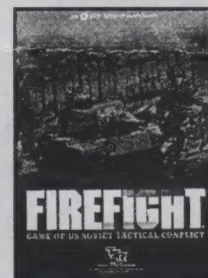
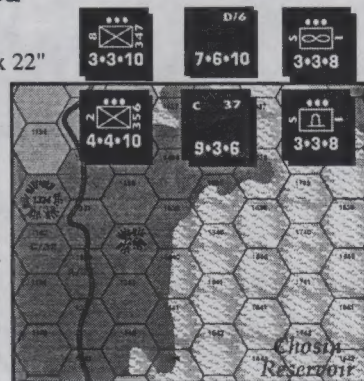
Battle of the Chinese Farm from the October 1973 conflict. Included are special rules for Commandos, Egyptian Marines and paratroopers that were not in the original edition. Updated graphics throughout the game.

The Forgotten War: Korea

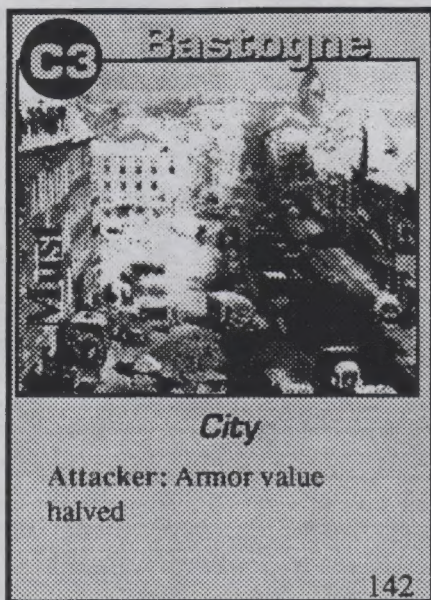
Retail price: \$49.95

Components: 980 counters, 3 34" x 22" mapsheet, 24 page rules booklet, Player Aid Card.

The Forgotten War: Korea simulates three battles of the Korean War. This game includes three separate scenarios, each with its own map and combat units. The battle of Naktong covers an attempt by on-rushing North Korean forces to pierce the brittle Pusan Perimeter. The battle of Chosin covers the near-disastrous retreat by the UN Forces from the Chosin Reservoir in the depths of winter. The battle of Chipyeong-Ni pits a solitary UN regiment defending its firebase against massive Chinese human wave assaults.



NUTS!

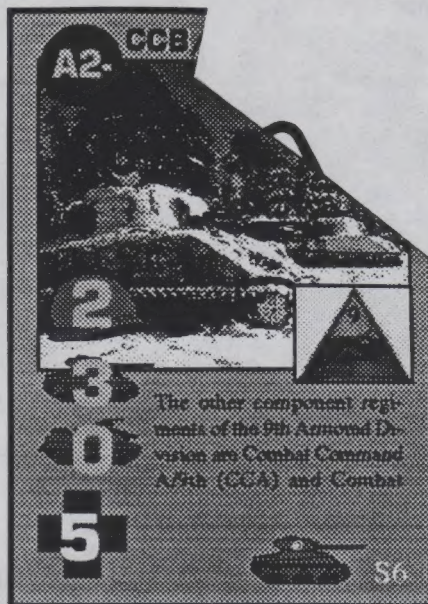


NUTS!: The Battle of the Bulge is a card game for two, three, or four players. Each player has a hand of cards, from which he may play cards each turn, and a draw deck, from which he may bring new cards into his hand. The cards include combat units, events, and significant pieces of terrain. Combat units are rated for Infantry, Armor, and Artillery combat strengths, leg or mechanized movement, and cohesion. Events are the situations from the actual battle. Terrain cards represent the significant geography of the battle (e.g. Bastogne, Meuse River, and Ellsborne Ridge) that was used to speed or slow the Germans attack.

NUTS! comes in two 150-card sets (North & South). Each set is complete and can be played on its own, or the two sets can be played together. Each set sells for \$22.95.

Pre-Publication Price with Shipping:

\$35.00	US (with purchase of Both North & South decks)
\$38.00	Canada & Mexico
\$40.00	Europe
\$45.00	Asia, Africa and Australia

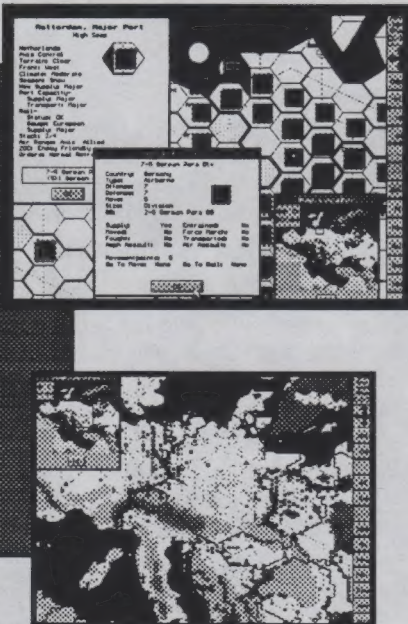
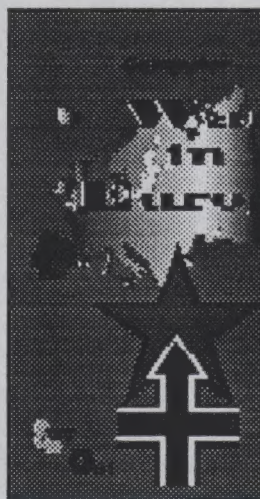


Pre-publication offer may not be combined with any other offer. Please pay by separate check, Visa/MC charged at time of shipping. CA residents please add 7.25% State Tax. Expected release: June 1998.

Computer War in Europe

Now Available

Decision Games



This is a computerized version of the classic game from SPI, **War in Europe**. The program faithfully recreates the map board, as well as displaying photos from World War II and a portion of speech from Churchill. It is a refereed game and can be played by e-mail. The game has an edit function that allows players to alter scenarios and setups. This version uses the original rules with many new optional rules.

System requirements: IBM/PC Compatible, minimum of 386, DOS based program, will run in Windows 95 or Windows 3.1, VGA Monitor and graphics card, 4MB RAM, 6MB hard drive space, mouse and keyboard. A soundblaster or 100% compatible sound card is needed for sound. Game comes on two 3.5 inch 1.5MB disks.

Documentation: Includes 112 page Guidebook with the rules and program information.

CA residents please add 7.25% State Tax. Shipping chart and payment information is on the order form.

\$59.95

Check out the demo at our website.
<http://www.decisiongames.com>

This game can be included in the Desert Fox Games Buy 2 Games and Get 1 Free offer. Please refer to the order form for shipping charges and payment information.